

PC CD-ROM

CHAOS CONTROL



KIDS TO ADULTS



AGES 6+

PHILIPS

GAMES

THE HISTORY OF A WAR

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating,
or to register a complaint about the appropriateness of the rating,
please contact the ESRB at
1-800-771-3772.

- 2010** Discovery of the Heinlein Propulsion System, which uses Intermediary Space.
- 2022** Beginning of mining operations on the satellites of Mars and on Xeres.
- 2050** The Pioneer 10 probe, traveling toward the constellation of Gion stops broadcasting.
- 2063** First contact with an envoy from the extraterrestrial race that will later be named the Kesh Rhan. A military exploration probe destroys a miners' transfer shuttle near Io, but is captured shortly thereafter.
- 2064** After the Io incident, and in anticipation of the probable arrival of a warlike extraterrestrial army, the Special Space Defense Forces are created, composed of government troops and private units belonging to the mining cartels of Mars and the asteroid belts. A system is set up for the intensive production of weapons and vehicles designed for possible space combat.
- 2067** Installation of the forward defense base on Pluto named Cerbere 1. The 11th Orbital Defense Squadron, the Space Angels, is assigned to the Mars Base.
- 2069** The fleet of the Kesh Rhan comes out of hyper-space on the outskirts of the solar system. It includes a heavy command vessel, three cruisers and close to a hundred fighters and bombers. Cerbere 1 holds out for two days—there are no survivors. The Martian Forces intercept the enemy fleet close to Jupiter and, after a week of intensive combat, manage to push them back but suffer heavy losses.

Worse yet, what had been perceived as the invasion fleet was, in fact, only an advance party. The main body of the armada appears a few days later. Faced with this massive force, twenty times more powerful than the fleet they had repelled, the Martian Forces are obliged to take refuge in positions on the far side of the asteroid belt. They then trigger the Nooker System, which accelerates the velocity of planetoids while the Kesh Rhan armada is crossing the asteroid belt. Taken by surprise, the enemy suffers heavy losses.

2070 The Kesh Rhan refuse all diplomatic contact. Humanity faces an aggressive, expansionist Empire with a total aversion for all life forms other than its own. After a bloody battle in which the Earth Forces lose 70% of their ships, the Mars Base is totally devastated. The surviving units fall back to the New Babylon Lunar Base and the orbiting station Solaris.

2071 The Kesh Rhan fleet arrives in the Earth's orbit. The Defense Forces launch their last remaining units in a battle which seems to be lost from the outset, supported only by the combat satellite network and the surviving elite troops from Mars. A damaged Earth cruiser collides with the orbiting base Solaris, putting it out of action. The station is evacuated.

LIEUTENANT JESSICA DARKHILL
THE NEXT CHAPTER IN THIS HISTORY
WILL BE DETERMINED BY
THE SUCCESS OF YOUR MISSIONS!

CHAOS CONTROL

On March 3rd, 1972,
the Pioneer 10 planetary
exploration probe is
launched into space with a
message that includes the
coordinates of Earth.

In the year 2050,
far beyond the limits of the solar system
and continuing on its cosmic voyage, Pioneer 10
is suddenly and mysteriously immobilized and
ceases to transmit its messages to Earth.
On Earth, this sudden silence is interpreted
by technicians as a transmission failure.
Their interpretation is a critical error: the
message unwarily sent into space on Pioneer
10 has been intercepted and will soon be put to
use by the savage Kesh Rhan forces...

THE CHALLENGE

2071. You are lieutenant Jessica Darkhill, leader of Earth's Ares Interception Squad. You have been chosen to lead combat operations against the Kesh Rhan nation, the extraterrestrial creatures who have stolen the Earth coordinates in order to destroy our planet. Your squad successfully survived a bloody battle against the Kesh Rhans as they destroyed Earth colonies on Pluto and Mars.



The Kesh Rhans, focused on annihilating our remaining forces, ready their next offensive against the Earth. You are commissioned into the 11th Squadron of the Silver Dragons assigned to the Lunar Base.

As the enemy fleet approaches, led by what appears to be the mighty flagship of the Kesh Rhans, the imminence of the final invasion becomes a reality. The Earth's Orbital Defense Force, intent on destroying the Kesh Rhan flagship, assembles all of its combat units for the ultimate counterattack. Your unit is immediately transferred to the Earth's General Headquarters in a 20-story bunker located just a block from the Empire State Building.

MISSION 1

Your first mission is to open the way for civilians to be repatriated from the Lunar Base to the GHQ in Manhattan. To do this, you must eliminate the alien Kesh Rhan soldiers who swarm over the Manhattan area and block access to the GHQ.

After liberating the Manhattan area, you meet with your father, Commander Darkhill, who assigns you to your next mission. At the same time, you receive a recording of the last personal transmission from your late fiancé Major Morgan Kain, who was killed



during the battle on Mars. Thanks to this recording, you discover how the Kesh Rhans succeeded in gaining control of the orbital defense system of the red planet: a Kesh Rhan virus was planted in the computer network. There isn't a minute to lose! The Kesh Rhan virus must be destroyed entirely before the counterattack squadrons take off.

MISSION 2

You volunteer to attack the virus with a particularly dangerous, experimental system employing virtual reality, which sends you, via electrodes, into a surrealistic world loaded with traps.



Successful in conquering the virus and regaining control of the defense system, you rejoin your combat units and are assigned to command the attack against the Kesh Rhan's armada—a force which outnumbers the surviving Earth forces five to one.

MISSIONS 3 AND 4

At the controls of a powerful fighter ship, you take off to destroy the core of the Kesh Rhan fleet near an abandoned orbiting space station. The final phase of the battle forces you into a fearsome, trap-laden labyrinth.



Finally, after escaping from the labyrinth protecting the Kesh Rhan Command Tower, your task is to vanquish the mother ship. Indubitably, you will face the Lord Commander Arakh'Kreen in person...



THE MAIN MENU

After you select BEGINNER or ADVANCED difficulty level, the Main Menu offers the following options.

INTRODUCTION

Select this option to view the introductory sequence, which may be very useful in your quest. To interrupt the introduction, click the mouse button or ESC key.



NEW GAME

Click on this option to start a new game.

Note: Whenever you select this option, any saved game will be erased.

CONTINUE

Chaos Control is equipped with an automatic save function. Each time you successfully complete a mission, the program automatically saves the game (replacing a previous game, if necessary). There are four missions to complete: Manhattan, Computer, Space and Mother Ship. Click CONTINUE to resume the game at the beginning of the last uncompleted mission.

QUIT

To end the game, click on this option.

GAME CONTROLS

Use the mouse button to make selections and to fire on the enemy. Press **P** to pause the game; hit any other key to continue. The game screen is arranged as follows:

GUNSIGHT

The green circle is your gunsight. Use the mouse to move it; when it turns red, an enemy is in your line of fire. If the gunsight turns yellow, this indicates an ally is in your line of fire. Killing an ally reduces your points.

ENERGY BAR

This bar at the bottom of the screen represents your energy reserve. The more often you are hit by enemy fire, the less energy you have in reserve.

CANNON POWER GAUGE

This gauge, situated in the lower right-hand corner of the screen, appears when you fire. It indicates the temperature of the weapon at your disposal. When you fire repeatedly, the gauge goes from green to red. Overheating



your cannon will force you to wait before firing again.

POINT COUNTER

At the top of the screen, a counter indicates the number of points you have won. Notice that simply staying alive wins you points! For each enemy hit, you gain 1,000 points, unless it is an indestructible enemy for which you get 100 points. Shooting an ally costs you 2,000 points.

Reminder: When you win a battle, your game is automatically saved

MAIN CHARACTERS

THE ALLIES



LIEUTENANT JESSICA DARKHILL ranks as one of the best pilots of the Orbital Defense Forces. Jessica's unit, the Ares Interception Squad, is one of the few units to have survived the bloody battles on Mars against the Kesh Rhan, in which her fiancé, Major Morgan, was killed. Jessica lives to avenge his memory. Her strong sense of pride, patriotism and fearlessness is balanced with character, personality and a good sense of humor. She is the last hope for gravely-threatened Earth. No danger is great enough to stop her!

HANK McBRIDE is a remarkable, adventurous and humorous pilot in the First Group of the Eleventh Squadron. Hank is an intimate and close ally of Jessica's who spends a good deal of his time teasing her.



COMMANDER DARKHILL is Jessica's proud and protective father who raised her like the son he never had. He has taught her to face difficulties with courage and composure, though sometimes he regrets that she was such a good student, knowing the dangers she faces in her military career. He commands the Lunar Base.



CAPTAIN YOKO NAKAMURA works in the Manhattan general headquarters as Science Officer. Like Jessica, she lost her husband in the battle of Mars. Nakamura is very Cartesian: logical, rather mild and fatalistic. Proposing an experimental solution known as "Virtual Control," she can help Jessica combat the virus implanted by the Kesh Rhan.



GENERAL JOHN C. BLACKBURN and COMMANDER ANDREW JENKINS are co-directors of the Funsai operation at the Manhattan general headquarters. They transmit orders and information that Jessica needs on her missions and warn her about certain dangers.

MAIN CHARACTERS

THE ENEMIES



ARAKH'KREEN as Lord Commander of the Kesh Rhan fleet, directs the fierce fight against the Earth forces from aboard the flagship. His primary ambition is to destroy Earth.

ATMOSPHERIC FIGHTER SHIP is the standard fighter used in protecting landing troops.

TRANSPORTER is the vehicle used for combat robots and troop landings. These cannot be destroyed by the Ares squad's weapons.

ANTI-GRAVITY SPEEDER is a light attack vehicle, especially designed for combat in tight areas such as cities, canyons and forests. It is extremely maneuverable with relatively light armor, but is easy to destroy.

KESH RHAN BATTLE BOT is the Kesh Rhan combat robot with an unknown pilot/machine link. It is red, blue or purple, depending on its power.

COMMAND WARBOT is armed with fairly primitive weaponry, but is deadly nevertheless. A mono-filament sword can cut through very thick armor.

LIGHT ORBITAL FIGHTER is the Standard space-fighter of the Kesh Rhan fleet, equipped with a central plasma gun.

HEAVYWEIGHT ORBITAL FIGHTER is a fighter similar to the light one, but much more heavily armored. It remains, however, just as maneuverable and is equivalent in power to the fighters of the Orbital Defense Force.

AUTONOMOUS PROTECTION CANNON is an unmanned cannon, which reacts to motion and serves as a defensive barrier by the alien fleet.

ARMORED TANK is an anti-gravity tank with impressive firepower, thanks to two anti-personnel, forward laser-gun turrets and its three plasma cannons which fire in bursts.

LIGHT CRUISER is an indestructible troop transport cruiser with maneuverability that allows it to be used on any front. It is the most prevalent heavy battle-vehicle found in the fleet.



HEAVYWEIGHT CRUISER is a heavy transport ship. The numerous turrets positioned along its hull make it highly dangerous to approach. Like the light cruiser, this vessel is indestructible.

DEFENSE TURRET is the terrestrial equivalent of the autonomous protection gun. Its long legs enable it to grip onto any surface.

VIRUS-GENERATED COMBAT PROGRAMS are anti-virus programs which have been recompiled by the alien virus. They attack and destroy any program that is not Kesh Rhan in origin.

Bruno Bonnell and Jean-Claude Larue present
A PHILIPS INTERACTIVE MEDIA FRANCE PRODUCTION

FOR INFOGRAMES

Benoît Arribart	Josiane Girard
Anne-Cécile Bénita	Fabrice Giraud
John C. Blackburn	Olivier Goulay
Hank Mc Bride	William Hennebois
Judith Burneth	Andrew Jenkins
Fabien Chevallier	Morgan Kain
Pascal Craponne	Major Karanov
Commander Darkhill	Eric Mottet
Arakh'Kreen	Yoko Nakamura
Jessica Darkhill	Dominique Peyronnet
Franck Drevon	Pascal Polguere
Jean-Michel Fages	Yannick Turbé

FOR I-MOTION

Yves Blehaut	Scott Givens
Jeff Smith	Andy Langton

FOR PHILIPS INTERACTIVE MEDIA

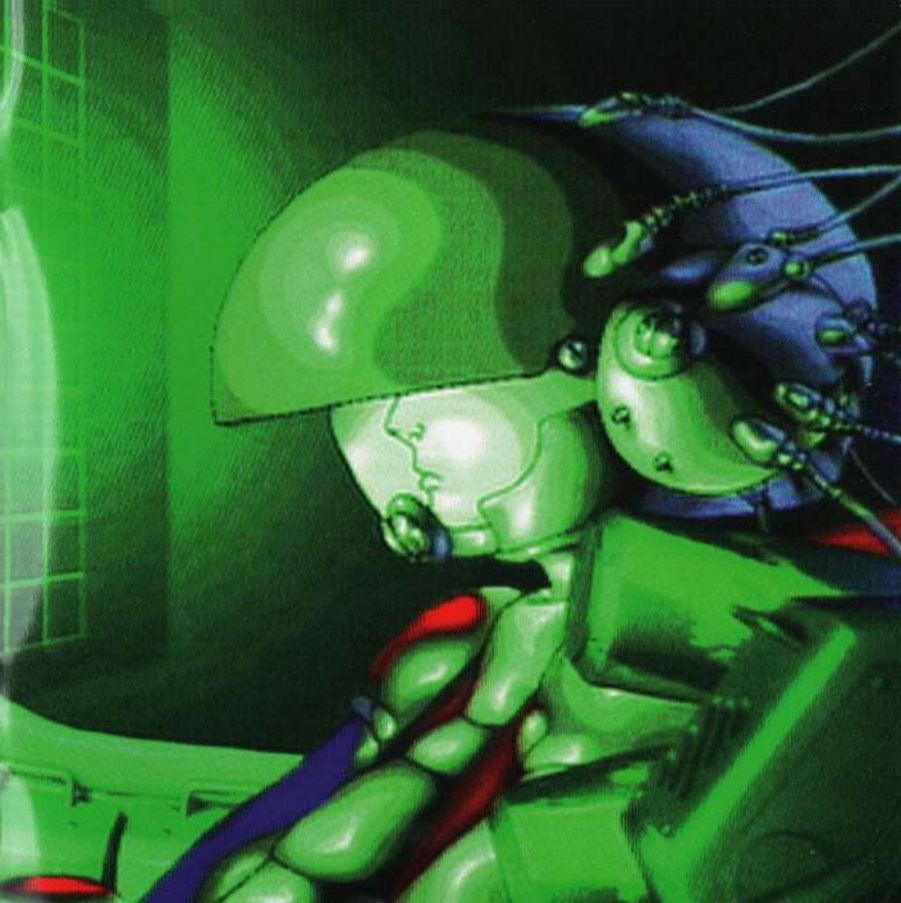
David McElhatten
Maiken Fraley
Bertrand Gibert
Armelle Loghmanian
Jean-Claude Rocle

Special thanks to Richard D. Nolane
ICDI, Little Big One
Médialab, Vox Populi

Original music and special effects
Thierry Carron

IMPORTANT NUMBERS

I-Motion product information and ordering:
800-443-3386
Philips Media distribution and ordering:
800-340-7888
Chaos Control Action Game: 900-884-6684
Technical Support: 310-576-1885
Technical Support BBS: 310-576-1820
(standard modem settings up to 14.4k bps)





© 1995 Infogrames/I-Motion, Inc. All rights reserved. Printed in the U.S.A. This disc is for private home use only and any other use, copying, reproduction or performance in whole or in part is prohibited.

Distributed by Philips Interactive Media.

10960 Wilshire Blvd • Los Angeles, California 90024

Catalog No: 310691034-2